

WHAT IS CLAIMED IS:

1. A computer-readable medium for interactive game playing having stored thereon an instruction set to be executed, the instruction set, when executed by a processor, causes the processor to perform the steps of:

receiving at least a portion of a video content for a game environment over a network;
receiving at least a portion of a game application comprising of one or more interactive elements for said game playing; and
synchronizing the received video content with the received game application to present said one or more interactive elements in said game environment.

2. The computer-readable medium of claim 1, further causing the processor to perform the step of storing said at least a portion of said game application in an interactive television device.

3. The computer-readable medium of claim 1, wherein the one or more interactive elements comprise at least one action for execution in response to any input of a user made in connection with a frame of said received video content.

4. The computer-readable medium of claim 1, wherein said at least a portion of said video content is received on-demand from a remote server in response to a request for said video content by a user.

5. The computer-readable medium of claim 1, wherein said at least a portion of said video content is received live from one or more broadcast channels in response to a request for said video content by a user.

6. The computer-readable medium of claim 1, further causing the processor to perform the step of determining whether a synchronizing trigger is associated with a current frame of said video content.

7. The computer-readable medium of claim 6, further causing the processor to perform the step of examining said at least a portion of said game application to determine whether a synchronizing trigger is associated with said current frame.

8. The computer-readable medium of claim 6, further causing the processor to perform the step of determining whether said current frame is a starting frame for said synchronizing trigger.

9. The computer-readable medium of claim 6, further causing the processor to perform the step of activating an interactive element of said one or more interactive elements in response to said current frame being a starting frame for said synchronizing trigger, wherein said activated interactive element is associated with said synchronizing trigger.

10. The computer-readable medium of claim 9, further causing the processor to perform the step of displaying a representation of said activated interactive element and said current frame on a display device.

11. The computer-readable medium of claim 6, further causing the processor to perform the step of determining whether said current frame is a terminating frame for said synchronizing trigger.

12. The computer-readable medium of claim 6, further causing the processor to perform the step of deactivating an interactive element of said one or more interactive elements in response to said current frame being a terminating frame for said synchronizing trigger, wherein said deactivated interactive element is associated with said synchronizing trigger.

13. The computer-readable medium of claim 12, further causing the processor to perform the step of displaying said current frame on a display device without a representation of said interactive element.

14. The computer-readable medium of claim 7, further causing the processor to perform the step of displaying said current frame on a display device.

15. The computer-readable medium of claim 14, further causing the processor to perform the step of receiving a selection from a user.

16. The computer-readable medium of claim 15, further causing the processor to perform the step of determining whether said selection is associated with an interactive element of said one or more interactive elements.

17. The computer-readable medium of claim 15, further causing the processor to perform the step of determining whether a pointer associated with said game application is in a predetermined relationship with respect to an interactive element of said one or more interactive elements.

18. The computer-readable medium of claim 16, further causing the processor to perform the step of executing a predetermined action associated with said interactive element in response to said selection being associated with said interactive element.

19. The computer-readable medium of claim 1, wherein said at least a portion of said game application is received over an interactive television network.

20. The computer-readable medium of claim 1, wherein said at least a portion of said game application is received over an interactive television network using an RF signal.

21. The computer-readable medium of claim 1, wherein said at least a portion of said game application is received over a video-on-demand system.

22. The computer-readable medium of claim 1, wherein said at least a portion of said game application is received over a satellite system.

23. The computer-readable medium of claim 1, wherein said at least a portion of said game application is received over a cable system.

24. The computer-readable medium of claim 1, wherein said at least a portion of said game application is received over a broadcast system.

25. The computer-readable medium of claim 1, wherein said at least a portion of said game application is received over a data network.

26. An apparatus for interactive game playing, comprising:
a device, comprising:

a processor; and

a memory having stored thereon an instruction set to be executed, the instruction set, when executed by said processor, causes the processor to perform the steps of:

receiving at least a portion of a video content for a game environment over a network;

receiving at least a portion of a game application comprising of one or more interactive elements for said game playing; and

synchronizing the received video content with the received game application to present said one or more interactive elements in said game environment.

27. The apparatus of claim 26, further causing the processor to perform the step of storing said at least a portion of said game application in an interactive television device.

28. The apparatus of claim 26, wherein the one or more interactive elements comprise at least one action for execution in response to any input of a user made in connection with a frame of said received video content.

29. The apparatus of claim 26, wherein said at least a portion of said video content is received on-demand from a remote server in response to a request for said video content by a user.

30. The apparatus of claim 26, wherein said at least a portion of said video content is received live from a broadcast channel in response to a request for said video content by a user.

31. The apparatus of claim 26, further causing the processor to perform the step of determining whether a synchronizing trigger is associated with a current frame of said video content.

32. The apparatus of claim 31, further causing the processor to perform the step of examining said at least a portion of said game application to determine whether a synchronizing trigger is associated with said current frame.

33. The apparatus of claim 31, further causing the processor to perform the step of determining whether said current frame is a starting frame for said synchronizing trigger.

34. The apparatus of claim 31, further causing the processor to perform the step of activating an interactive element of said one or more interactive elements in response to said current frame being a starting frame for said synchronizing trigger, wherein said activated interactive element is associated with said synchronizing trigger.

35. The apparatus of claim 34, further causing the processor to perform the step of displaying a representation of said activated interactive element and said current frame on a display device.

36. The apparatus of claim 31, further causing the processor to perform the step of determining whether said current frame is a terminating frame for said synchronizing trigger.

37. The apparatus of claim 31, further causing the processor to perform the step of deactivating an interactive element of said one or more interactive elements in response to said current frame being a terminating frame for said synchronizing trigger, wherein said deactivated interactive element is associated with said synchronizing trigger.

38. The apparatus of claim 37, further causing the processor to perform the step of displaying said current frame on a display device without a representation of said interactive element.

39. The apparatus of claim 32, further causing the processor to perform the step of displaying said current frame on a display device.

40. The apparatus of claim 39, further causing the processor to perform the step of receiving a selection from a user.

41. The apparatus of claim 40, further causing the processor to perform the step of determining whether said selection is associated with an interactive element of said one or more interactive elements.

42. The apparatus of claim 40, further causing the processor to perform the step of determining whether a pointer associated with said game application is in a predetermined relationship with respect to an interactive element of said one or more interactive elements.

43. The apparatus of claim 41, further causing the processor to perform the step of executing a predetermined action associated with said interactive element in response to said selection being associated with said interactive element.

44. The apparatus of claim 26, wherein said at least a portion of said game application is received over an interactive television network.

45. The apparatus of claim 26, wherein said at least a portion of said game application is received over an interactive television network using an RF signal.

46. The apparatus of claim 26, wherein said at least a portion of said game application is received over a video-on-demand system.

47. The apparatus of claim 26, wherein said at least a portion of said game application is received over a satellite system.

48. The apparatus of claim 26, wherein said at least a portion of said game application is received over a cable system.

49. The apparatus of claim 26, wherein said at least a portion of said game application is received over a broadcast system.

50. The apparatus of claim 26, wherein said at least a portion of said game application is received over a data network.

51. A method for interactive game playing, comprising:
receiving at least a portion of a video content for a game environment over a network;
receiving at least a portion of a game application comprising of one or more interactive elements for said game playing; and
synchronizing the received video content with the received game application to present said one or more interactive elements in said game environment.

52. The method of claim 51, further comprising storing said at least a portion of said game application in an interactive television device.

53. The method of claim 51, wherein the one or more interactive elements comprise at least one action for execution in response to any input of a user made in connection with a frame of said received video content.

54. The method of claim 51, wherein said at least a portion of said video content is received on-demand from a remote server in response to a request for said video content by a user.

55. The method of claim 51, wherein said at least a portion of said video content is received live from a broadcast channel in response to a request for said video content by a user.

56. The method of claim 51, further comprising determining whether a synchronizing trigger is associated with a current frame of said video content.

57. The method of claim 56, further comprising examining said at least a portion of said game application to determine whether a synchronizing trigger is associated with said current frame.

58. The method of claim 56, further comprising determining whether said current frame is a starting frame for said synchronizing trigger.

59. The method of claim 56, further comprising activating an interactive element of said one or more interactive elements in response to said current frame being a starting frame for said synchronizing trigger, wherein said activated interactive element is associated with said synchronizing trigger.

60. The method of claim 59, further comprising displaying a representation of said activated interactive element and said current frame on a display device.

61. The method of claim 56, further comprising determining whether said current frame is a terminating frame for said synchronizing trigger.

62. The method of claim 56, further comprising deactivating an interactive element of said one or more interactive elements in response to said current frame being a terminating frame for said synchronizing trigger, wherein said deactivated interactive element is associated with said synchronizing trigger.

63. The method of claim 62, further comprising displaying said current frame on a display device without a representation of said interactive element.

64. The method of claim 57, further comprising displaying said current frame on a display device.

65. The method of claim 64, further comprising receiving a selection from a user.

66. The method of claim 65, further comprising determining whether said selection is associated with an interactive element of said one or more interactive elements.

67. The method of claim 65, further comprising determining whether a pointer associated with said game application is in a predetermined relationship with respect to an interactive element of said one or more interactive elements.

68. The method of claim 66, further comprising executing a predetermined action associated with said interactive element in response to said selection being associated with said interactive element.

69. The method of claim 51, wherein said at least a portion of said game application is received over an interactive television network.

70. The method of claim 51, wherein said at least a portion of said game application is received over an interactive television network using an RF signal.

71. The method of claim 51, wherein said at least a portion of said game application is received over a video-on-demand system.

72. The method of claim 51, wherein said at least a portion of said game application is received over a satellite system.

73. The method of claim 51, wherein said at least a portion of said game application is received over a cable system.

74. The method of claim 51, wherein said at least a portion of said game application is received over a broadcast system.

75. The method of claim 51, wherein said at least a portion of said game application is received over a data network.